

Fig 1

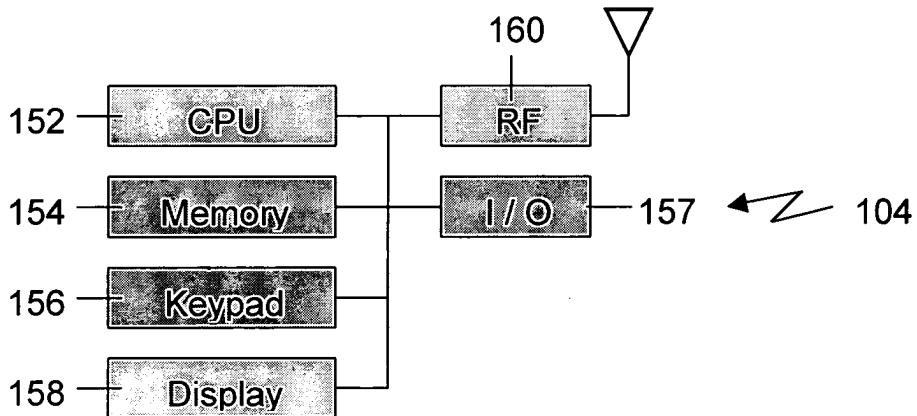
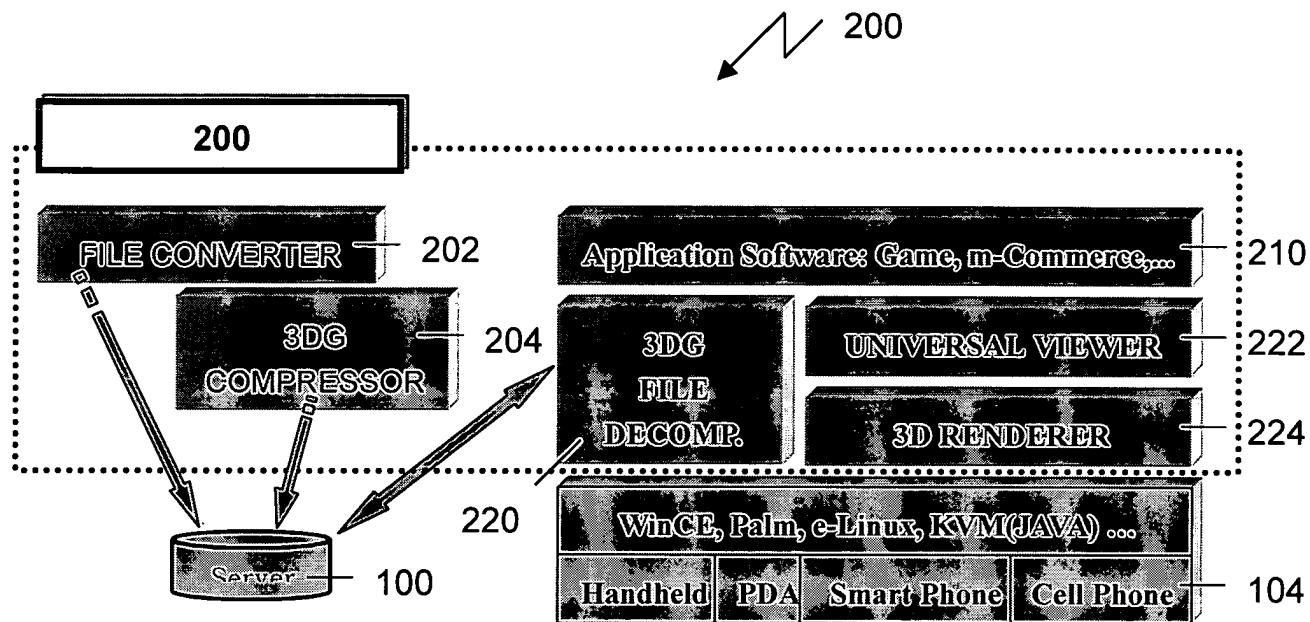
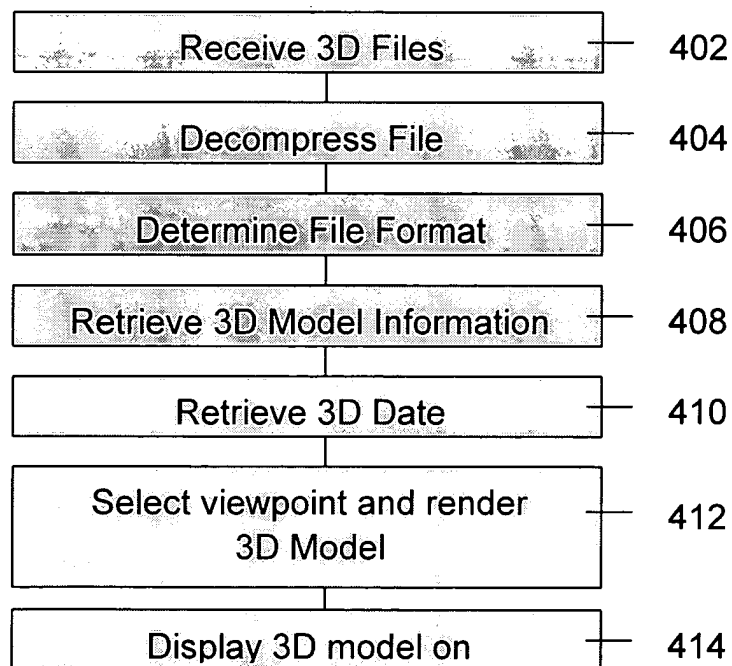


Fig 2

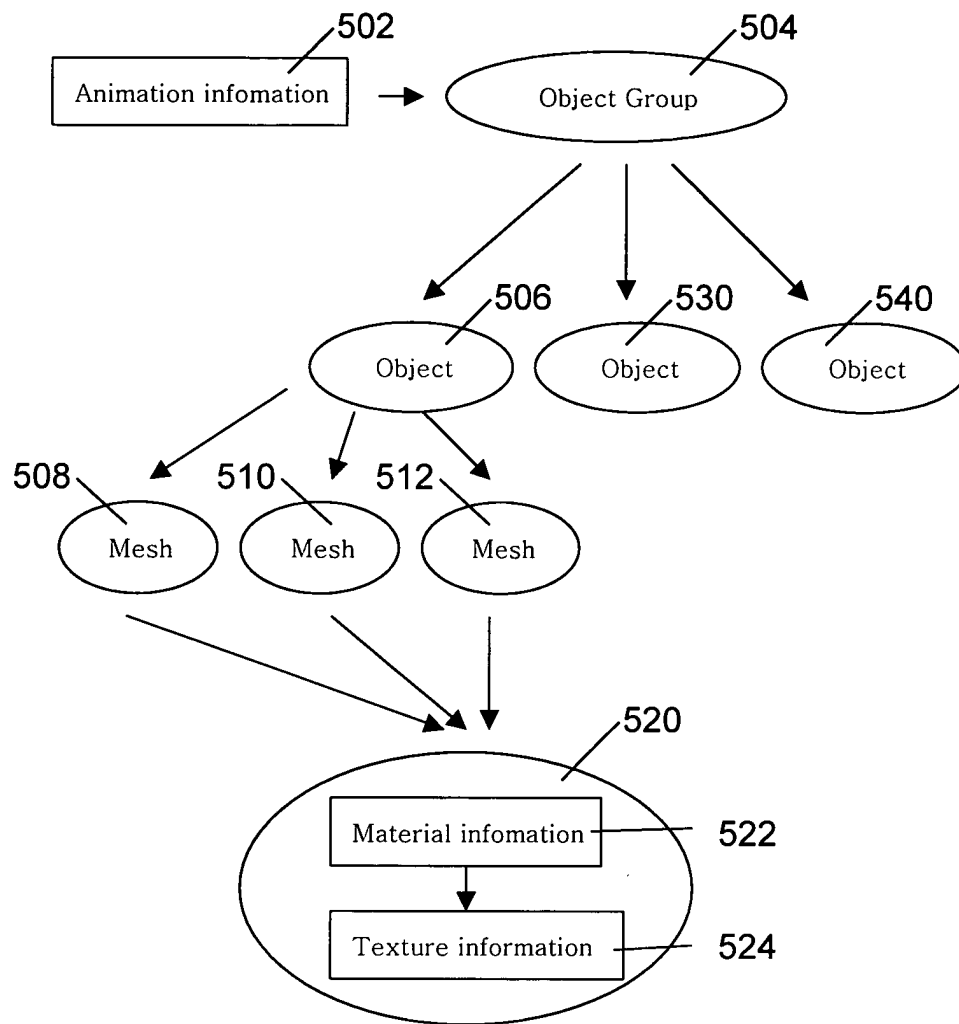


**Fig 3** *WIRELESS DEVICE*



**Fig 4**

### 3d modeling data structure



Object Group : animation information

Object : x,y,z position

Mesh :

Vertex Info : x,y,z position

Polygon Info : Information on vertex that make up polygon

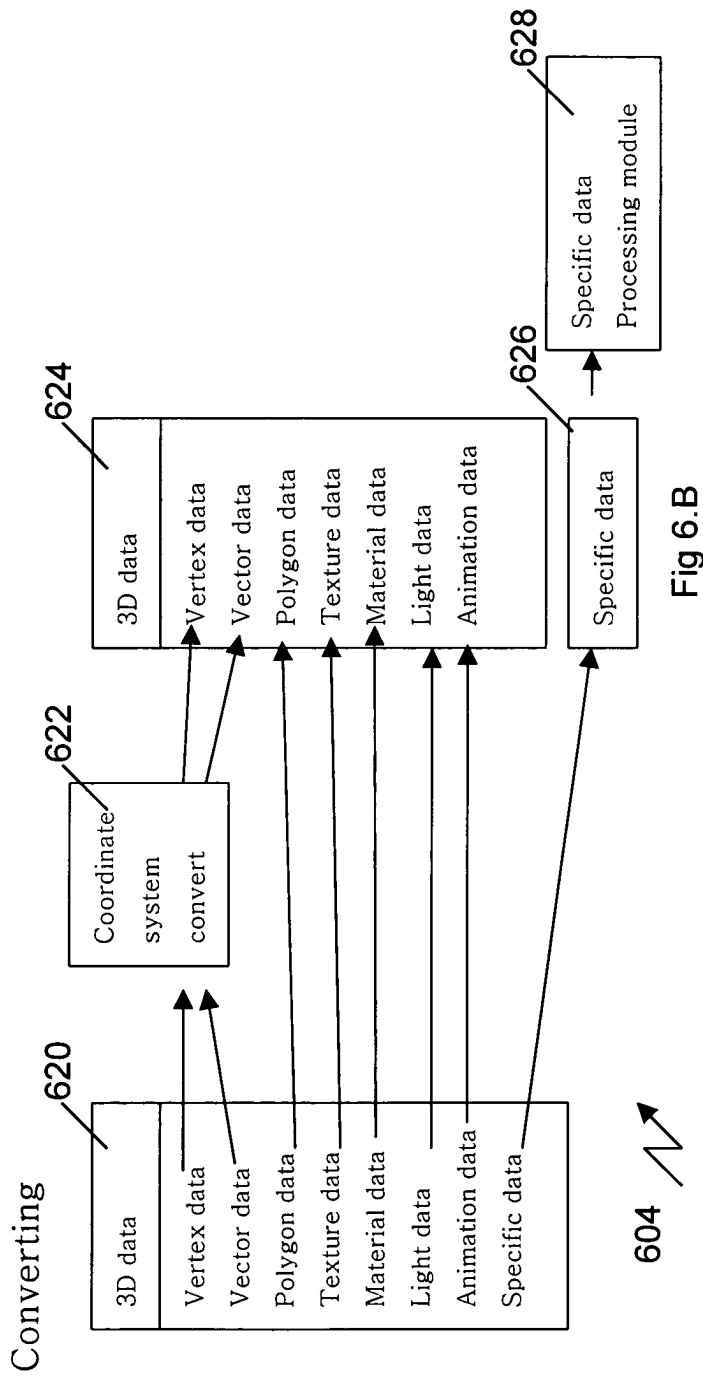
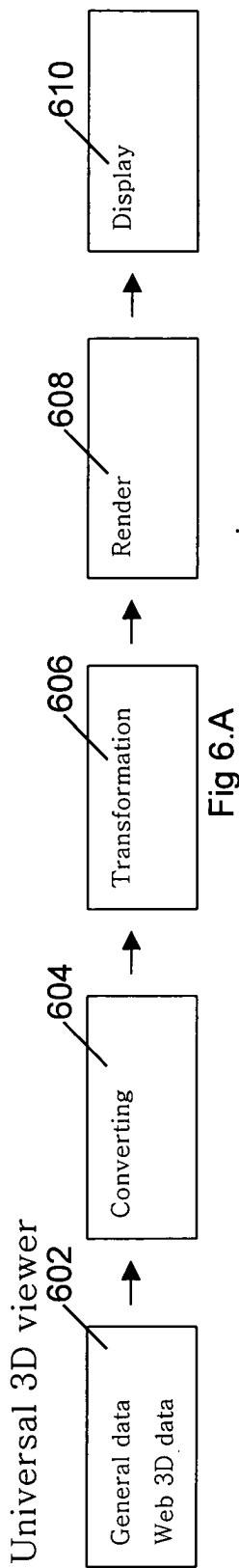
Vector Info : Normal vector info needed to calculate lighting

Texture Info : texture coordinate info

Material Info : material index info

Lighting Info :

Fig 5



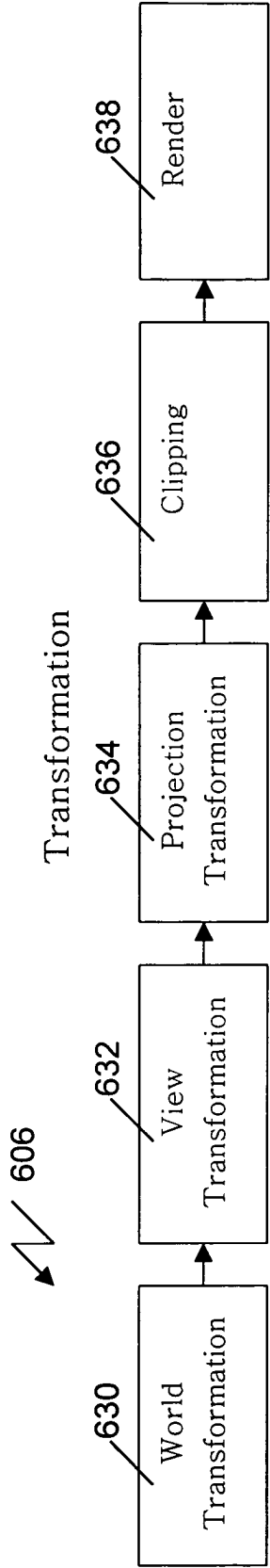


Fig 6.C

World Transformation : local to world transformation  
View Transformation : world to camera transformation  
Projection Transformation : 3D world to 2D world  
Clipping : Clip polygons to viewing

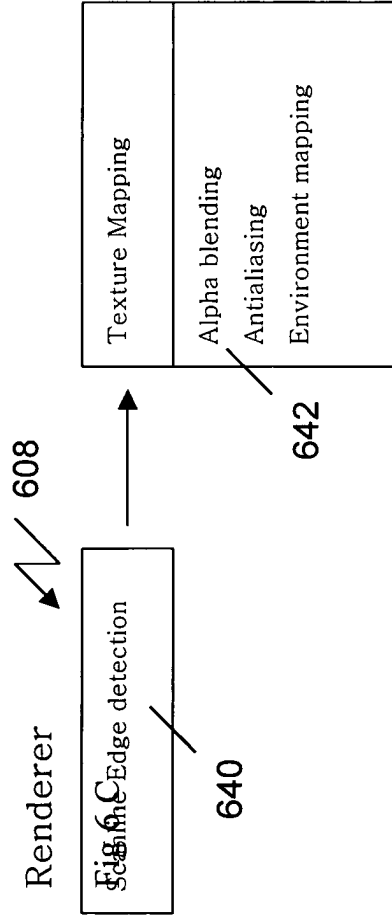


Fig 6.D

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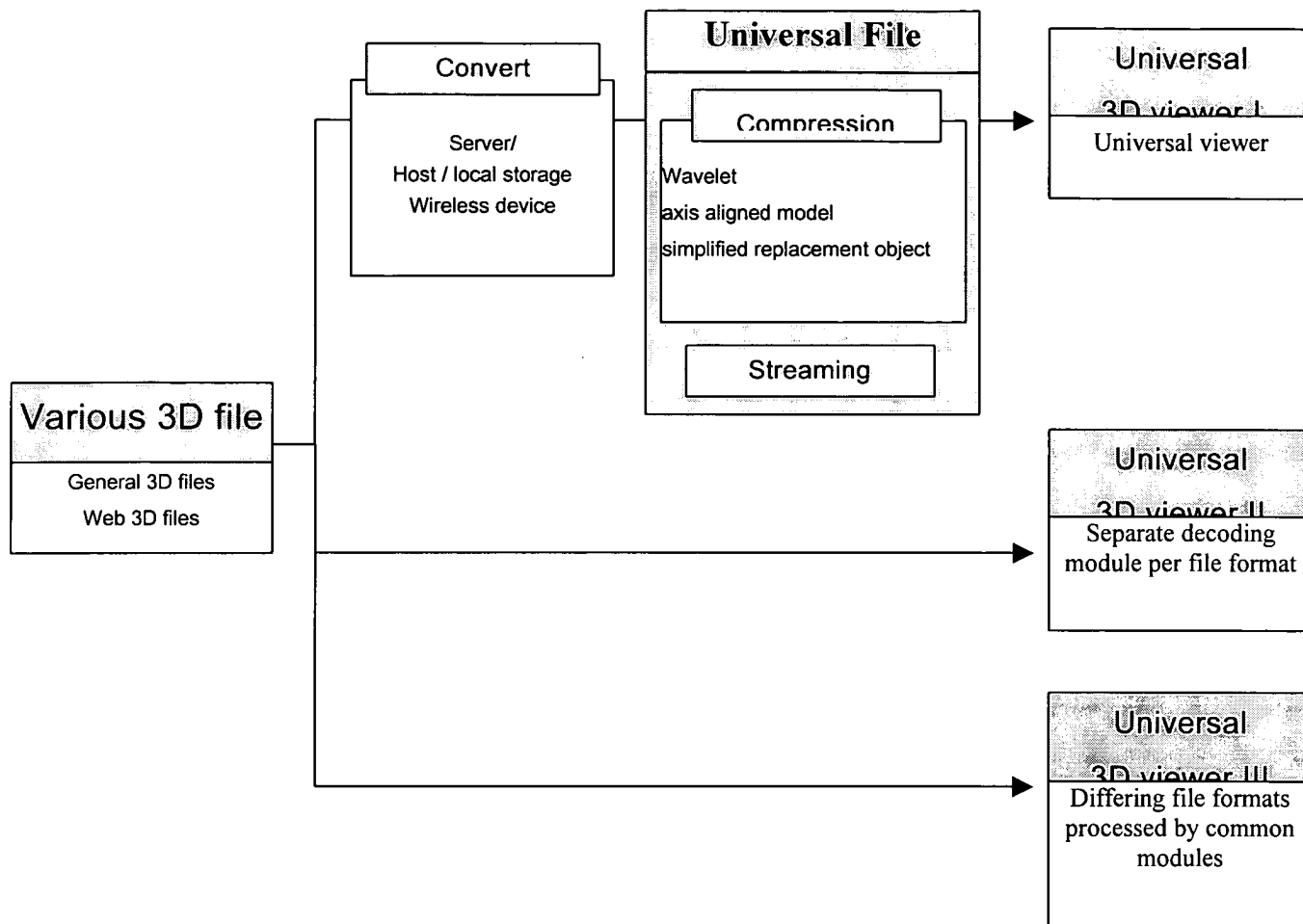


FIG. 7A

FIG. 7B

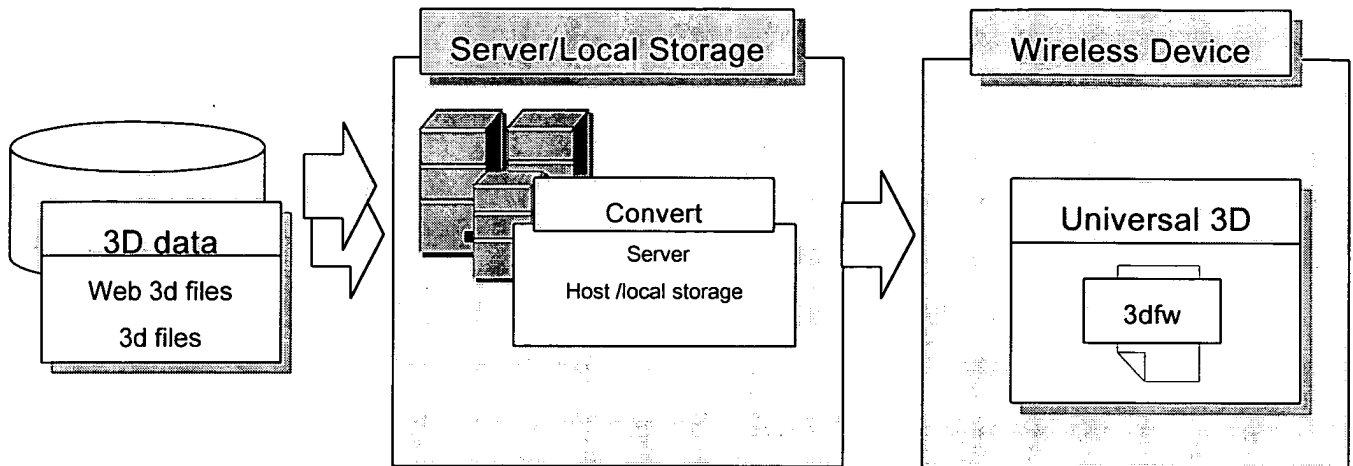


FIG. 7C

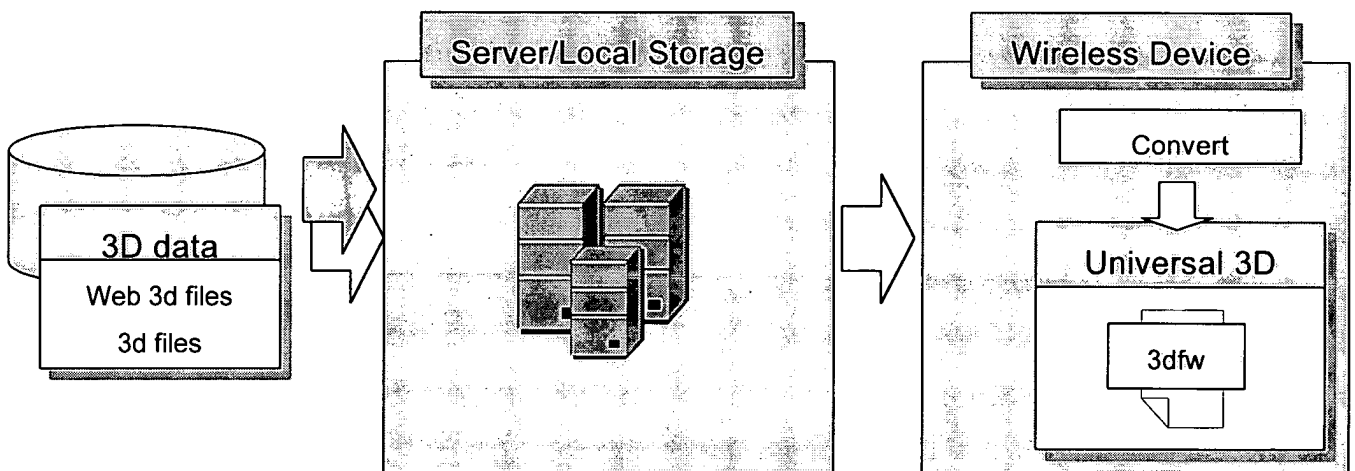


FIG. 7D

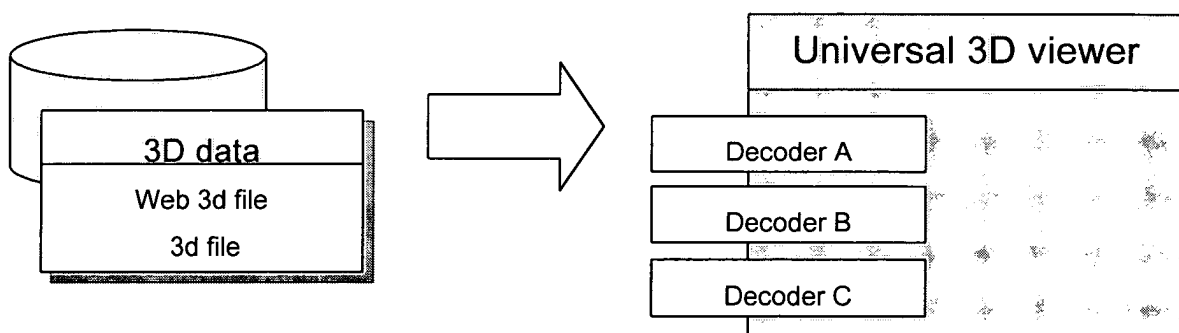
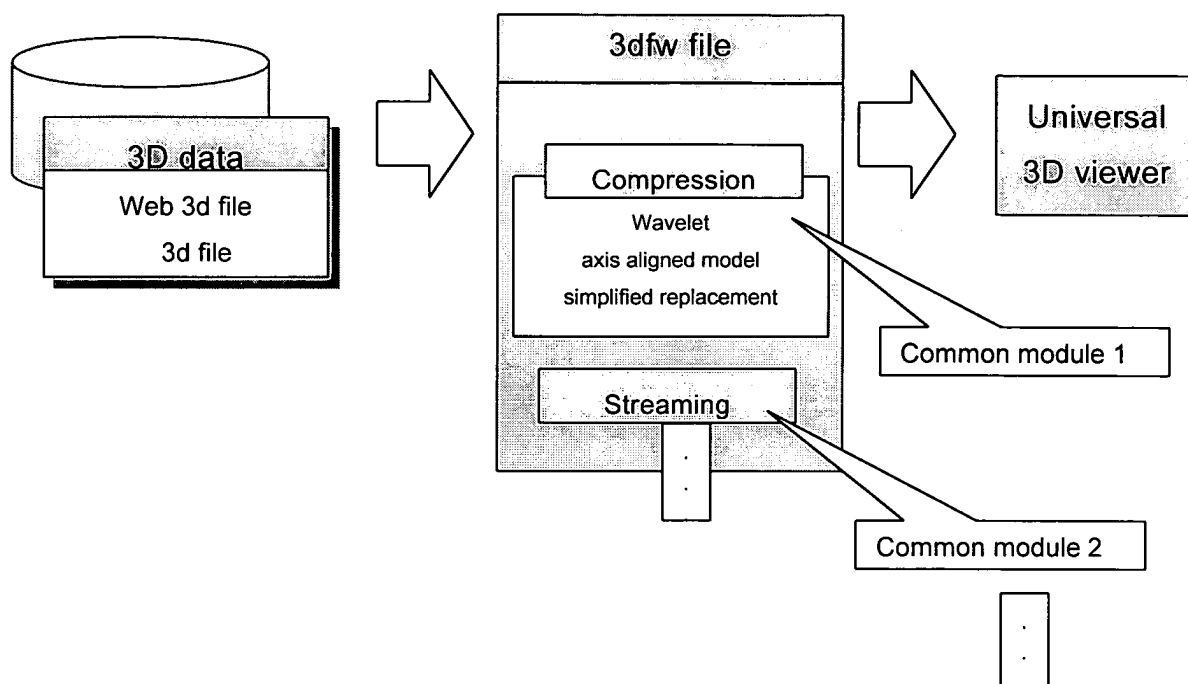
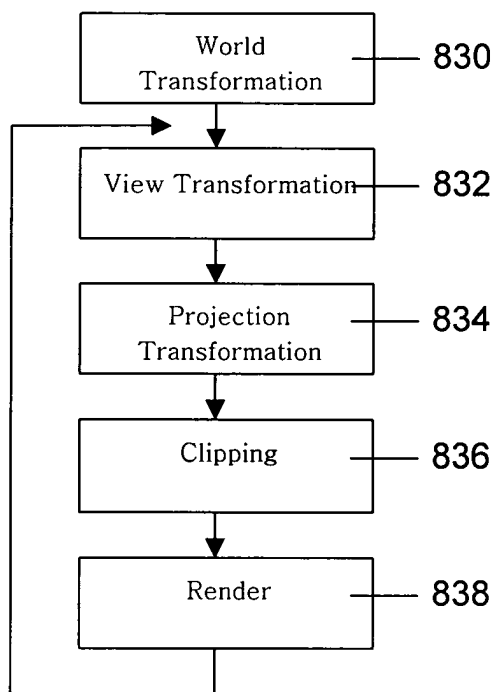


FIG. 7E







< rendering of stationary objects >

Fig 8